

MONKEY ISLAND 2: LeCHUCK'S REVENGE™

IBM® Reference Card

CONTENTS

Your *Monkey Island 2: LeChuck's Revenge* package should contain the following:

- Your game disks
- One User's Manual
- One (1) Mix 'n' Mojo Voodoo Ingredient Proportion Dial
- Odds 'n' ends that you don't really need in order to play the game

GETTING STARTED

Note: We recommend that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

We have provided an installation utility that will automatically copy the program to your hard disk from the floppies included in the package. To run it, boot your computer, then insert Disk 1 in drive A, type **a:** and press ENTER. (This utility will also work from drive B.)

When you see the **A>** prompt, type the word **install** and press ENTER.

Follow the on-screen instructions to install *Monkey Island 2: LeChuck's Revenge* on your hard drive.

To play the game from your hard disk use these commands:

- Switch to the correct drive (for example, type **c:** and press ENTER).
- Type **cd \monkey2** and press ENTER (to change to the correct directory).
- Type **monkey2** and press ENTER (to start the game).

SETTING PREFERENCES

When loaded, the program will select the best graphics mode for your machine. It will also check to see if you have a mouse driver or joystick installed, or a Roland,™ SoundMaster™ II, AdLib,™ or CMS/SoundBlaster™ sound board, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing **monkey2** when you start the game:

a	AdLib Music Synthesizer or SoundMaster II sounds
s	SoundBlaster sounds
r	Roland sounds
i	Normal sounds (internal speaker)
m	MCGA graphics mode
v	VGA graphics mode
mo	Use mouse control
j	Use joystick control
k	Use keyboard control

For example, to start the game in MCGA graphics mode with AdLib sounds, type:
monkey2 m a

KEYBOARD/CURSOR CONTROLS

You can use a mouse for cursor control if you have installed a compatible mouse driver. Use the left mouse button to select objects on the screen for use in the sentence line, as well as to select a line of dialogue in a conversation. Press the right mouse button to use a highlighted verb with the object to which the cursor is pointing. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the CTRL key and pressing **m** for mouse or **j** for joystick. You may also recalibrate your joystick if the cursor is drifting across the

screen by centering the joystick and pressing CTRL j.

For keyboard cursor control, use either the arrow keys or the keypad. The ENTER (or 5) key corresponds to the left mouse button; the TAB key corresponds to the right mouse button.

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

G	P	U
Give	Pick up	Use
O	L	S
Open	Look at	Push (Shove)
C	T	Y
Close	Talk to	Pull (Yank)

MEMORY ALERT

If the games runs out of memory, it will attempt to use the hard disk as additional memory. This activity could cause certain parts of the game to slow down noticeably. If this happens, quit the game (save game first!) and try to free up more memory by removing any terminate-and-stay-resident programs you have installed.

SAVE/LOAD INSTRUCTIONS

Press F5 when you want to save or load a game. Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD, PLAY (to return to the game as it was before you pressed F5) or QUIT (to quit the game).

To SAVE:

Click on the SAVE option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name and save over a previously saved game. Press ENTER

FUNCTION AND COMMAND KEYS

Save or Load a Game	F5
Bypass a Cut-Scene	ESC or press both mouse/joystick buttons at once.
Restart the Game	F8
Pause the Game	SPACE BAR
Sound Control:	
	internal speaker sound board
[off softer
]	on louder
Message Line Speed:	
Faster	+
Slower	-
Clear dialogue line	. (period)
Mouse On	CTRL m
Joystick On	CTRL j
(Be sure to center joystick first.)	
Exit Game	ALT x or CTRL c
Version Number	CTRL v

or click on OK to save the game. Click on CANCEL if you have changed your mind and do not wish to save it.

To LOAD:

Click on the LOAD option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Click the cursor on OK to load the game, or CANCEL if you have changed your mind and do not wish to load it.

Warning: Loading a previously saved game will cause you to lose the game you are currently playing. If you think you will want to return to the game as it was before you pressed F5, be sure to SAVE the game before LOADING a different one.